



Years



Happy 110th Anniversary, Girl Scouts
An event toolkit for grades K-3



Introduction

This toolkit is designed to be used by service units or troops to celebrate the 110th anniversary of Girl Scouts. In this packet, you will find recommendations, tools, resources, and ideas to help plan a successful 110th celebration for girls in grades K – 3. Through the selected activities, girls will experience what it would have been like if they were a Girl Scout over the last 110 years!



Planning Your Event

General Planning Resources

Planning your 110th anniversary celebration does take time. To help keep organized during the planning process, please refer to these useful resources:

- Event Planning Checklist, Materials Planner, Event Budget, and other planning documents from your Let's Plan Events workshop: <https://www.girlscoutsofmaine.org/en/for-volunteers/volunteer/resources.html>
- Safety Activity Checkpoints and other safety guidelines: <https://www.girlscoutsofmaine.org/en/for-volunteers/volunteer/resources.html>

Event Outline

Activities in this toolkit are divided by decade. Each decade (with the exception of 2010 – 2019 – which can be done as its own separate activity outside of the other decade options) have two activities listed in varied length, but each decade should take about the same amount of time if you do each of the activities listed. The expectation is not to complete all activities and decades, but to select what works for your Service Unit/troop given the time you have. Be sure to build in time for a start-up activity, opening, and closing, as well as transition times.

Registration

We recommend you set your registration deadline at least 2 weeks prior to your event so that your team has time to purchase supplies, plan final rotations and schedules, and complete any remaining tasks that need to be done.

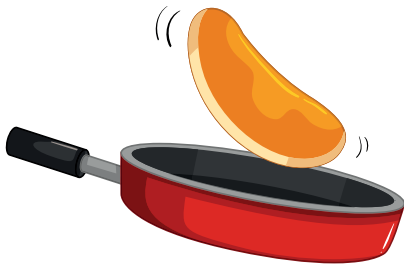
To ensure there is some financial buy-in to attend the event, we also recommend charging at least a small fee to attend the event to be paid upon registration. There tends to be a higher no-show rate when events are free or payment is not due until event check-in.

When planning your event, please be sure to have a cancellation policy established for various scenarios including weather (full event is canceled) and illness. This cancellation policy can be used across multiple events and can help alleviate some questions from troops, parents, and even the event planning committee.



Start-Up Activities

Select at least one of the following activities for the girls to work on during the check-in time prior to the event opening.



Flip The Pancake

Play a game of Flip the Pancake like Juliette would have done. The rules are simple – see how many times you can flip a pancake in a row without it falling. Each girl would need a small pan or plastic plate and an overly cooked pancake or slice of bread. The girls place the pancake/bread on their pan/plate and on the count of three gently flip the pancake with a light toss up and try to catch it again in their pan/plate. This was a common game when Juliette was alive.



The Golden Eaglet

Have the Girl Scout film, *The Golden Eaglet*, playing for girls to watch. <https://www.youtube.com/watch?v=k5UBGJAeDFM>

Get-To-Know-You Bingo

Prior to the event, create a “Get-To-Know-You Bingo” sheet with topics such as: can recite the GS Promise, Is a GS Daisy, Knows the GS Sign, etc. Girls can mingle with one another to see if they can fill in their Bingo sheet by talking with others and writing their name in the appropriate box. Encourage the girls to only write each person’s name once. You can add a SWAPS exchange to this activity – just remember to tell troops well in advance so they can make their SWAPS and bring them that day.



Opening

Opening & Flag Ceremony

The opening will be the official start of the event. This is a time to welcome everyone, get the girls excited about the 110th anniversary of Girl Scouts, share how Girl Scouts started, and discuss any housekeeping items.

Directions

- Prior to the event, ask one of the troops to lead the group in an opening flag ceremony.
- Gather everyone in the designated space for the opening. This could be an auditorium, large room, the middle of a gym, or other large space.
- Welcome everyone to the event and introduce yourself.
- Ask everyone to join you for the flag ceremony led by the troop.
- Review any safety or housekeeping items:
 - Fire exits
 - First aid station
 - Bathrooms
 - Health and safety guidelines
 - Walking and other safety items for the space
- Explain the rotations and stations.
- Have any committee members present raise their hands, stand up, or in another way show themselves. Explain that if anyone has any questions, they can ask any of the committee members.

The Story of Juliette Low

In this activity, the girls will help act out the story of Juliette Gordon Low and how she started Girl Scouts. You can divide up the roles in a variety of different ways based on what makes the most sense for your event, but it might be easiest to assign them by troop. It does not matter if the groups are even.

Here are the roles:

- JULIETTE LOW: Make a muscle and say, “Together we can make a difference!”
- GEORGIA: In your best southern accent, say “Hey y’all!”
- HORSES: Say “Neigh!”
- LONDON: Sing “London Bridge is Falling Down...” (that line only)
- LORD BADEN POWELL: In your best English accent say, “How do you do?”
- BOY SCOUTS: Make the Boy Scout sign and say: “Be Prepared!”
- GIRLS: Jump up and down and shout, “We want to have fun too!”
- GIRL SCOUT or GIRL SCOUTS: Sing “Make new friends” (that line only)

Explain to the girls that as you read the story they should make the motion/action/saying for their part. After you assign the roles, run through them all so girls can practice.

- Juliette Low
- Georgia
- Horses
- London
- Lord Baden Powell
- Boy Scouts
- Girls
- Girl Scout or Girl Scouts





The Story of Juliette Gordon Low

During the early 1900's, there lived a woman named JULIETTE LOW in Savannah, GEORGIA, who loved HORSES and loved to travel.

JULIETTE LOW traveled to LONDON where she met LORD BADEN POWELL, the founder of BOY SCOUTS. When JULIETTE LOW saw what great things LORD BADEN POWELL was doing for boys through the BOY SCOUTS, she decided that she could start an organization like the BOY SCOUTS for GIRLS. Her organization would later become the GIRL SCOUTS of the USA.

After learning all she could from LORD BADEN POWELL in LONDON, she returned to Savannah, GEORGIA, where she started the GIRL SCOUTS.

This was an organization where GIRLS could learn new skills and become independent during a time in history where GIRLS were supposed to be seen and not heard, where women could not vote, where women only wore dresses and stayed home most of the time.

JULIETTE LOW had GIRLS in a kind of trousers called pantaloons doing exciting activities indoors and outdoors! Her first GIRL SCOUT troop even rode HORSES regular style and not side saddle – which was the “proper” way for GIRLS to ride a HORSE!

Aren't you glad that a strong, independent, kind woman like JULIETTE LOW, went to LONDON, met LORD BADEN POWELL, learned about BOY SCOUTS, got excited for America's GIRLS, went back to GEORGIA and founded the first GIRL SCOUT troop with HORSE saddles blazing so we could all be here today!





110th Anniversary Event Activities

1912 – 1919

A Look At History

Girl Scouts started on March 12, 1912! On June 10, 1915, Girl Scouts became incorporated as an official organization in the United States. The news about Girl Scouts spread and The Golden Eaglet, a feature film about Girl Scouting, was shown in theaters across the country in 1918.

Activities

Juliette Gordon Low Kim's Game

Kim's Game is an observation and memory game played by Boy Scouts, Girl Scouts and Girl Guides. The name is derived from Rudyard Kipling's 1901 novel Kim, in which the hero, Kim, plays the game during his training as a spy. The training involved showing Kim a tray of stones and gems for one minute. After covering the tray, they would ask Kim how many stones he saw and what kind of stones they were. Rudyard Kipling was a good friend of both Robert Baden-Powell, founder of the Boy Scouts and Girl Guides, and Juliette Low, founder of the Girl Scouts (USA.)

Directions: Tell the story found in the GSME Virtual Founders Day Toolkit on pages 5-7. Hold up each item (or picture) as you read to the girls. Then, play several rounds of Kim's Game (you can easily modify the directions found in the toolkit for an in-person activity). <https://www.girlscoutsofmaine.org/content/dam/girlscouts-girlscoutsofmaine/documents/Virtual-Founders-Day.pdf>

Knots

The original Girl Scout Handbook taught girls how to tie a variety of knots and how to use one of these knots to tie up a burglar with only 8 inches of rope: "How to secure a burglar with eight inches of cord—make a slipknot at each end of your cord. Tie the burglar's hands behind him by passing each loop over his little fingers."

Teach the girls how to tie an overhand, square, and slip knot. Have them practice each one before moving on. As time allows, girls can practice "tying up a burglar" (either with a friend's hands in front of them or on a stuffed animal) like the original Girl Scouts would have done. https://www.girlscoutsworld.org/content/dam/girlscouts-girlscoutsworld/documents/KnotstoKnow_CampOutdoors_PDF_2020_LD.pdf



1920 – 1929

A Look At History

During the 1920s, membership skyrocketed, with over 200,000 registered Girl Scouts by 1929. There were troops in every state, plus Alaska, Hawaii, and Puerto Rico. Girls continued to learn about the outdoors and homemaking skills, with new “home arts” badges and an expanded naturalist badge.

In 1920, the new Girl Scout Handbook, *Scouting for Girls*, is the first handbook prepared by the national organization rather than by Juliette Low.

The Brown Book for Brown Owls was published in 1927 as the first official leader's guide to program for Brownie Girl Scouts (7-9 years).

Activities

Golden Bar for Brownies Activities

In 1926, The Brown Book for Brown Owls was written. This book designated three ranks of Browniehood: Brownie, Golden Bar, and Golden Hand. Each rank had specific requirements in the areas of nature, handicraft, health, and service, all requiring a combination of simple skills. Before earning her Golden Bar, a Brownie had to show the below skills. Have the girls get moving by practicing the skills a girl in the 1920s would have needed to show. You can add these skills to others and create an obstacle course/challenge course for the girls to complete.

- Throw a ball ten yards with right and left hand.
- Catch a ball well thrown from a distance of six yards, four out of six times.
- Skip in good form a figure-eight course.

Spell Your Name in Semaphore

In order to earn their Second Class rank in the 1920s, girls had to learn how to use semaphore flags. Semaphore flags were used to quickly signal a message over a short distance. Have the girls make their own Semaphore flags out of paper and practice signaling short messages, such as their name. <https://girlguidelibrary.com/wp-content/uploads/2019/03/Learning-Semaphore-with-Girl-Guides.pdf>



ERROR



A

1



B

2

REPEAT



C

3



D

4



E

5

F

6



G

7



H

8



I

9



J

0

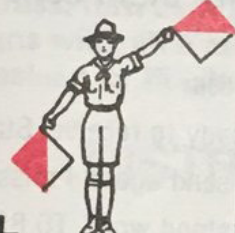


NEGATIVE

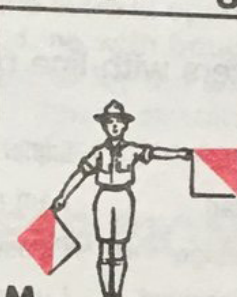


K

PREPARATORY



L



M

ANNULLING



N

INTERROGATORY

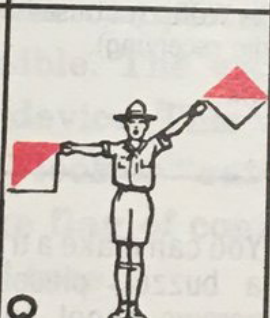


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AFFIRMATIVE

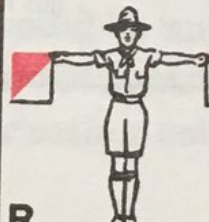


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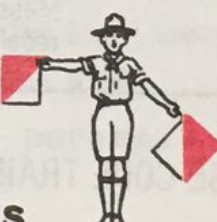


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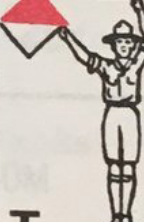
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S



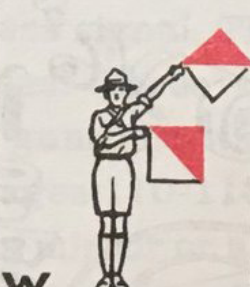
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U



V



W



X



Y

ATTENTION

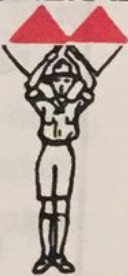


Z

INTERVAL



NUMERALS



1930-1939

A Look At History

Girls Scouts took to the seas in 1934 when the Mariner program launched. In 1937, Girl Scouts turned 25 years old. Just a year later, Girl Scout membership reached one half million girls who sold over one million boxes of cookies. The cookie program doubled the following year, with girls selling over two million boxes of cookies! During the Great Depression (1929 – 1939), Girl Scouts participated in relief efforts by collecting clothing and food for those in need.

Activities

Garden Flower Finder

Girls in the 1930s had to be able to recognize 50 garden flowers to earn their Garden Flower Finder badge. Have girls work in teams to match the names to images of at least 10 common flowers. This can be done as a relay race where they match the name of the flower to its image taped to the wall. If you have early readers, have an adult hand them the names of the flowers one at a time and read them the name aloud. Then, go over the parts of a flower and do a flower dissection. <https://kids.discoveryplace.org/rockingham/stay-at-home-science/flower-dissection>

Insect Finder

Girls in the 1930s had to be able to identify 50 insects to earn their Insect Finder badge. Talk with the girls about the differences between moths and butterflies (include motions where possible). <https://easyscienceforkids.com/all-about-butterflies-and-moths/>

Then, play a game where they have to identify if an image is a moth or a butterfly. You can either have them do this while sitting in a circle or by running to the designated spot for each insect. If you are having them sit, they can move their legs to indicate whether or not it is a moth or a butterfly: Sit in a circle holding their toes and legs bent to look like wings – when it is a moth they open their legs like it would as it lands on a leaf, if it is a butterfly they bring their legs together as if the wings are upright.

1940-1949

A Look At History

Girls in the 1940s continued to focus on the outdoors, community service, life skills, and more. One example of this is that more than a quarter of a million Girl Scouts went to camp in 1944! Brownie, Intermediate, and Senior Girl Scouts tended Victory Gardens - weeding, cultivating, spraying, and picking crops. In 1944, girls sold calendars instead of cookies due to ingredient rations during World War II. The new Girl Scout Handbook, published in 1947, was prepared with input from Girl Scouts across the country. It featured a new focus on agriculture, with badges such as Poultry Raiser, Truck Gardener, and Beekeeper.

Activities

Celebrate Global Sisterhood

Girls Scouts has always had a strong global connection. To celebrate our global sisterhood, play some games that people who settled in the United States from other countries may have played in their life in the Old World, much like girls would have done in 1940 as they earned their World Gifts badge. Here are some ideas to get you started:

<https://www.parents.com/fun/games/educational/games-from-around-the-world/>

<https://theirworld.org/news/games-that-school-children-play-around-the-world/>

Animals Around the World (heading 4)

Try an activity from the 1940 World Interpreter badge and discover the language of animals around the world. Girls can work in teams for this activity. Each team will need their own set of animal cards.

- Give the girls cards with different animal images on them (one per card).
- Call out an animal sound and have the girls hold up the image of the animal they think makes that sound. Start with the sounds we might use here in the U.S. so that the girls get comfortable with the activity.
- Explain that in other countries people sometimes use other sounds for the animals. For example, a dog in Spain would say “Guau-guau”, not “bowwow” or “woof woof”.
- Call out some of the examples of other sounds and have the girls hold up the image of the animal they think would make that sound – be sure to share the correct answer and what country it is from. <https://www.kaplaninternational.com/blog/fun-languages/eng/animal-noises-around-world>
- If you want to make it a moving game, you can have them move like the animal they think makes that sound or have a start and finish line and they move forward if they guess correctly.

1950-1959

A Look At History

The Girl Scout program continued to expand, and by 1957, there were over 3 million members. “Say It-in Another Language” was created in 1958, to help encourage Girl Scouts to learn foreign languages, such as French, German, Japanese and Spanish. In 1950, Girl Scouts wore “Aide to Voters” armbands to identify them to parents in need of babysitters at the polls. The first handbook for Girl Scout Brownies was published in 1951. The new book included activities on arts and crafts, literature, dancing, community life, sports, the outdoors, agriculture, and so much more.

Activities

Play a Girl Scout Camp Game from 1953: Buzz (heading 4)

Camping has been an important part of Girl Scouting across the ages – with songs, games, and outdoor skills. In the 1950s, girls would play a game called “Buzz” while camping. You can modify this game based on the level of the girls.

- The group sits in a circle. Each girl counts off a number in turn going around the circle.
- When the number seven is reached, the girl must say “buzz” instead of the number.
- Continue counting for as long as the girls can count, replacing every number that ends in a seven with the word “buzz” ex: 1, 2, 3, 4, 5, 6, buzz, 8, 9, 10, 11, 12, 13, 14, 15, 16, buzz, 18....
- The original rules had the girl drop out of the game if she made a mistake. For the purpose of our game, you can simply start from the beginning with the number one again.

Weaving

The first Brownie handbook was published in 1951. It included a variety of activities, including arts and crafts and the outdoors. Grab some sticks, cardboard, or paper plates and weaving supplies to help the girls step back in time to the 1950s. Here are some weaving projects you may want to consider:

- Paper plate weaving: <https://happyhooligans.ca/paper-plate-yarn-weaving-activity/>
- Straw weaving: <https://dollarstorecrafts.com/2011/06/make-a-drinking-straw-weaving-loom/>
- Nature weaving: <https://www.diythought.com/nature-weaving-for-children/>
- DIY cardboard loom: <https://www.youtube.com/watch?v=GQHf8TIYC50>

1960-1969

A Look At History (heading 3)

Girl Scouts continued to grow their membership, with an all-time high of 3.9 million Girl Scouts. 1962 marked the 50th anniversary of Girl Scouts marked by a special U.S. Postal Service stamp honoring Girl Scouts! In 1963, Girl Scouts are re-organized into four age levels, (Brownies, Juniors, Cadettes, and Seniors).

Activities

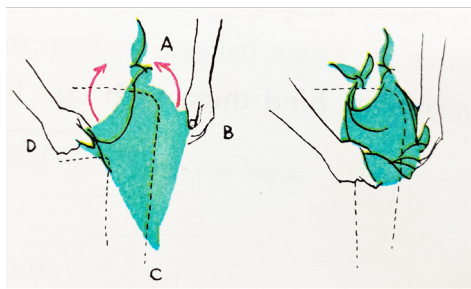
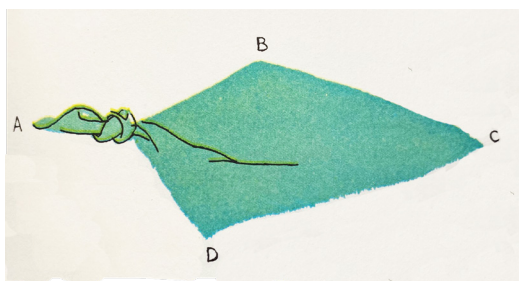
Tie-Dye Bandanas

There are many different ways you can use a bandana. Give each girl a white bandana (to tie-dye after this activity) and try out some of these bandana tricks from the Brownie handbook from 1963. Here's what you can do with a large cotton bandana:

- Carry your hike lunch in a bandana: First place your lunch in the middle. Tie corners A and C (opposite corners) together with a square knot. Then tie corners B and D (opposite corners) together with a square knot. Rebecca, can we use the image below? I do not have it a a jpeg.. when I try to get a picture of it from the badge book it shows the text from the other side of the page.



- Wear your bandana like a pixie cap: In one corner make an overhand knot. Place the bandana over your knee with the knot on top. Tie corners B and D (opposite corners) with a square knot. Roll it up, starting with corner C. Keep rolling it up all the way until the cap fit you. And there it is - your pixie cap!



Tie-dyeing was a popular trend in the 1960s. Give girls time to create their own tie-dye bandanas. Be sure to give them bags to put their creations in to take them home and instructions for how to care for their tie-dye piece once they get home.

Make a Sit-Upon

Sit-upons are an extremely useful craft! Girl Scouts in the 1960s made sit-upons for their outdoor adventures. Make your own sit-upon for next time you go camping or have an outdoor meeting. (Vinyl tablecloths make a great outside layer.)

[https://www.gsutah.org/content/dam/girlscouts-gsutah/documents/Sit Upons Short and Snappy.pdf](https://www.gsutah.org/content/dam/girlscouts-gsutah/documents/Sit%20Upons%20Short%20and%20Snappy.pdf)

1970-1979

A Look At History

A new logo was introduced in 1978 to represent the diversity in Girl Scouts. Reflecting the contemporary Girl Scouts identity, all the cookie boxes and products were redesigned and standardized. The uniform was updated, adding pants as an option for each level and shorts as an option for Brownies and Juniors. The movement also introduced the first environmental education program called Eco-Action.

The Five Worlds of Interest in Girl Scouting were introduced in the 1970s: the World of Well-Being, the World of People, the World of Today and Tomorrow, the World of Arts, and the World of the Out-of-Doors.

Activities

Balloon Spaceship

The World of Today and Tomorrow introduced girls to aerospace and rockets. In this activity, girls can make a balloon on a string move the same way a spaceship does. Girls can work together in small groups to complete this activity much like girls in the 1970s would have done. Each group of girls will need: a large balloon, masking tape, 1 plastic soda straw, 2 meters (yards) of string, 2 chairs.

- Thread the piece of string through the straw. Tie each end of the string to the top of the chairs. Move the chairs as far apart as possible.
- Blow up the balloon and hold it shut. Tape the balloon to the straw.
- Release the balloon and see what happens.
- As air rushes backward out of the balloon, it pushes the balloon forward. The Law of Action and Reaction tell us that for every action in one direction, there is an equal action in the opposite direction. If you have seen a space launch on TV, you know that the rocket ship goes up in a burst of flame. Hot gases rushing out of the bottom of the rocket push the upward and send the astronauts off into space.
- What happens when you change how much air is in the balloon? How tight the string is? What other things can you adapt to change how your rocket moves?



Be An Observer

Girl Scout Brownies and Juniors learned to observe the world around them and the skies above in the World Of The Out-Of-Doors Observer badge. They learned to locate at least four constellations such as The Big Dipper, Little Dipper, Orion, and Cassiopeia.

- Make your own star book on blue paper. On each page stick star stickers to show a constellation (The Big Dipper, Little Dipper, Orion, and Cassiopeia). Write the name of the constellation on each page. If you have extra pages you can add more constellations.
- Use your constellation book when you look up at the night sky and see how many constellations you can identify

1980-1989

A Look At History

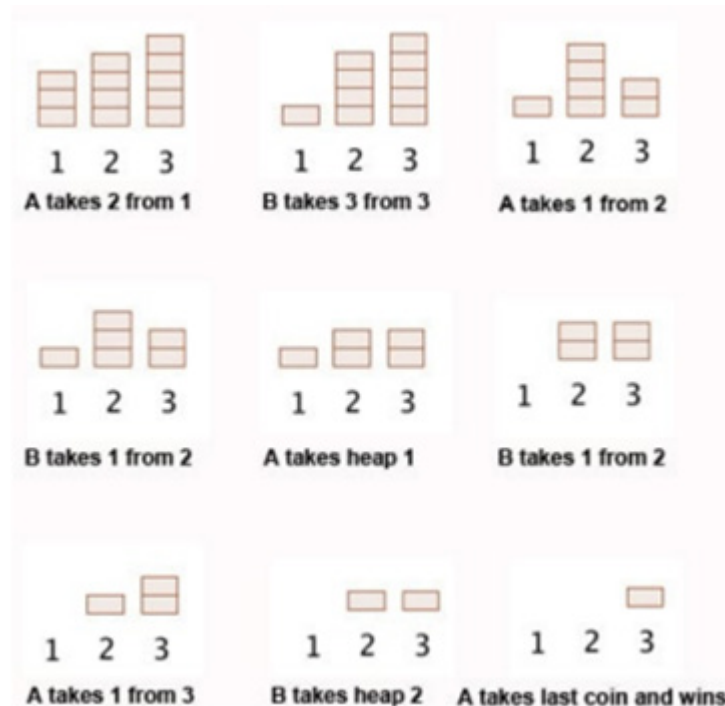
1980 brought the establishment of the Gold Award, the highest award a girl can earn, and the Silver Award, the highest award a Cadette could earn, and the second highest award a Girl Scout could earn. In 1984, Girl Scouts added the youngest level of scouting, Daisy, for girls five years old or in kindergarten. Brownie Try-Its were introduced in 1986 with 15 awards. The National Museum of American History created an exhibit on the history of Girl Scouts in 1987, in honor of the 75th anniversary of Girl Scouts, and attracted over four million visitors.

Activities

The Game of Nine

The Game of Nine was one of the activities Girl Scouts could complete to earn the Math Whiz badge! Girls can give it a try by playing with a partner:

- Put nine pennies in three rows, with four pennies in one row, three in the next, and two in the last row.
- The players take turns removing pennies, using these rules: a player can take away pennies from only one row during a turn. The player can take as many pennies as she likes from the row, but must take at least one.
- The player who takes the last penny is the winner.



Binary Code

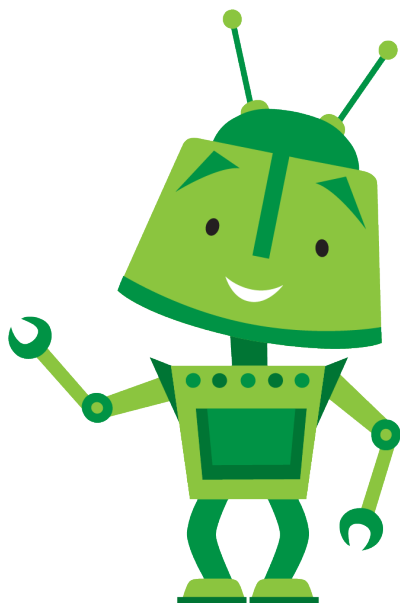
In the 1980s, computers became more popular and wide-spread. Girls could earn their Computer Fun badge by exploring binary code.

Did you know that computers have a language of their own? Anytime you do something on a computer, someone needed to write a code to tell the computer what it needs to do. If you have ever played a game on a computer, someone needed to write out the directions for the computer to follow

when you click different buttons. This is called binary. Have girls practice binary code by using the chart to spell out their initials using beads and a pipe cleaner or string.

Use 2 colors to represent the parts of the binary alphabet. Use one color to represent 1 and a different color for 0. You may want to use a 3rd color to indicate a space between the two letters. For example, GS (for Girl Scouts) would be: 01000111, 01010011.

Did you know that computers have a language of their own? Anytime you do something on a computer, someone needed to write a code to tell the computer what it needs to do. If you have ever played a game on a computer, someone needed to write out the directions for the computer to follow when you click different buttons. This is called binary. Use the binary chart to spell out your initials using beads and a pipe cleaner or string. Use 2 colors to represent the parts of the binary alphabet. Use one color to represent 1 and a different color for 0. You may want to use a 3rd color to indicate a space between the two letters. For example, GS (for Girl Scouts) would be: 01000111, 01010011.



Make a Secret Binary Code Bracelet

Character (Upper Case)	Binary Code
A	01000001
B	01000010
C	01000011
D	01000100
E	01000101
F	01000110
G	01000111
H	01001000
I	01001001
J	01001010
K	01001011
L	01001100
M	01001101
N	01001110
O	01001111
P	01010000
Q	01010001
R	01010010
S	01010011
T	01010100
U	01010101
V	01010110
W	01010111
X	01011000
Y	01011001
Z	01011010

Badge Link: [Cybersecurity badges](#)

1990-1999

A Look At History

In the 1990s, the Girl Scouts focused on literacy and healthy living, with the launch of a fitness service project, Be Your Best. Right to Read, a national literacy service project, was also introduced. Ecology and environmental awareness also emerge as themes in the 1990s with the introduction of the Linking Girls to the Land project in 1997.

Activities

Eco- Explorer: What Is a Habitat?

Brownies in the 1990's could earn the Eco-Explorer badge. "Eco" is short for ecology. Ecology is the study of how plants and animals live together in the environment. This activity is adapted from the Try-It and helps girls understand the four most important things that an animal (or plant) needs in order to survive.

- Prior to the event, make cards with the letter groupings below so that the girls can rearrange their letters to form the correct word for each clue. You will need one set per group of girls.
- Have girls work in small groups/teams to unscramble the words related to habitat. You can do this as a stationary activity, or as a relay race (for younger girls it is recommended that they make the word together and then place the letters in the correct order if doing a relay race).
- After they have discovered all four words, lead a short discussion about what a habitat is (where a plant or animal lives) and what plants and animals need in a habitat in order to survive.
- Unscramble the words below. The clue underneath the blanks will help you. Then you will discover the four most important things that an animal (or plant) needs in order to survive.

1. _____
o f o d

Clue: When you are hungry and your stomach is growling, you need to find some of this.

2. _____
t a w r e

Clue: When you are thirsty, this is the best liquid for you to drink, and it's NOT soda!

3. _____
p a s e c

Clue: This word means a "place to live" and it rhymes with the word, place.

4. _____
t e l h s e r

Clue: If you were outside and there was a bad storm, you would look for this type of place to protect you.

Answers: 1. food 2. water 3. space 4. shelter

Cold Weather Clothes Experiment

Knowing how to dress for the weather when going outside has always been an important skill in Girl Scouting. Girls in 1996 learned the importance of selecting the right kind of clothing by doing the following activity that you can try today.

- Put an old cotton sock on one hand and a wool sock (or piece of wool) on the other.
- Place your fingertips into a pail of water, then take them out.
- Which hand feels warmer? Does wetness creep up a sock? How long does each take to dry?
- Talk about which material you would want to wear in cold weather, and why.

2000-2009

A Look At History

In 2000, the Daisy and Brownie programs were revised, and GSUSA introduced the Daisy Flower Petals to help develop the qualities in the Girl Scout Law. In 2001, the Junior program was revised, and the Bronze Award was introduced as the highest award a Girl Scout Junior could earn. In 2005, Girl Scouts across the country adopt a new mission statement: Girl Scouting builds girls of courage, confidence, and character, who make the world a better place. During this time the Girl Scout Journeys were also developed, helping girls develop knowledge and skills around the themes of It's Your World – Change It!, It's Your Planet – Love It! and It's Your Story – Tell It!

Activities

Paper Copter

Brownies in the 2000s made paper copters to earn their Movers Try-It badge. They explored how wind interacts with objects to make them move and how the wind can help them have fun. Follow the directions for making paper copters here: <https://babbledabbledo.com/diy-toy-paper-helicopter/> Then, throw the paper copter in the air to see it whirl. See if you can make it turn faster or slower.

Storm Warning

The Ready, Set, Go Camping Try-It badge in the 2000s helped the girls learn about different types of storms and weather. Start by leading the girls in creating their own “group storm.” Then, discuss the different kinds of clouds and the weather they bring. You can teach them the cloud song (and have them create motions). They can make their own cloud chart with heavy paper, glue, and cotton balls/tissue paper.

Group Storm

- Divide the girls into 7 groups: wind, thunder, lightning, clouds, rain, snow, hail (you can add more if you would like). Each group will act out one part of a storm.
- Create a giant storm by having everyone act out how a storm might move in, and then keep adding the rest of the parts of a storm until everyone is acting out their part at the same time.
- Ask the girls how each person's part would change as the “weather” changes. Act it out.

Clouds

Some clouds are white and puffy. Others are long and thin. Storm clouds appear darker because they carry more raindrops, letting less light through. The kinds of clouds you see can tell you about the weather. Learn the names of different clouds and what they look like. Then, using cardboard and cotton balls, make a cloud chart.

- Divide your paper into 4 sections and write one kind of cloud in each section. (Cumulus, Cirrus, Stratus, Nimbus)
- Using cotton balls or tissue paper, decorate each section of the cloud chart to look like that kind of cloud.

Cloud Song *(to the tune of Do You Know the Muffin Man)*

Cumulus clouds are piled up high,
Piled up high, piled up high
Cumulus clouds are piled up high
They soar on sunny days.

Cirrus clouds are wispy curls,
Wispy curls, wispy curls.
Cirrus clouds are wispy curls,
They float high in the air.

Stratus clouds are sheets of gray,
Sheets of gray, sheets of gray
Stratus clouds are sheets of gray
They hang low in the sky

Nimbus clouds are dark with rain,
Dark with rain, dark with rain.
Nimbus clouds are dark with rain,
They come with thunderstorms.





Sing Along

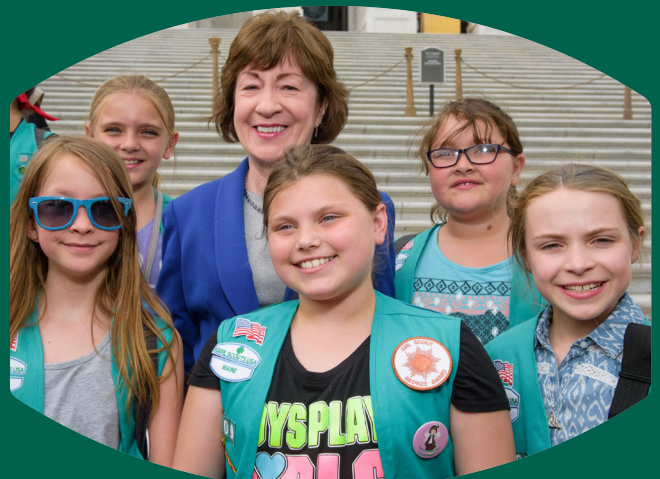
2010-2019

A Look At History

The 2010's saw the 100th anniversary of Girl Scouts, and many of the current badges you earn today came out during this time. In 2011, the Girls Guide to Girl Scouting was introduced as both a handbook for girls and a guide for leaders. With the Daisy Flower Petals and the Legacy badges included in the guide, it served a companion to the Girl Scout journeys for each level. 2012 was declared the Year of the Girl, a celebration of girls' leadership potential. It was also the 100th anniversary of Girl Scouting, with celebrations held nation-wide, including the Rock The Mall event in Washington D.C.

Sing Along

In 2012, Girl Scouts of the Nation's Capital hosted the largest gathering in Girl Scout history at the National Mall in Washington D.C.. Over 250,000 participants sang songs all day! Host your own sing along with traditional Girl Scout songs, camp songs, and songs that make us all laugh. Start the sing along off with some repeat-after-me songs, and then open it up for girls to lead the group in their favorite Girl Scout songs.





Closing

After giving the girls time to help clean up their last activity and complete any necessary Kapers, lead a short closing ceremony.

Directions

- Gather girls for the closing. If there is time, you can teach them a traditional Girl Scout song while you wait for everyone to join you.
- Invite girls to share their favorite activity by making a motion to represent their favorite activity. (You show them a motion for each activity.) Or, call out the various activities and have the girls make as much noise as they can for their favorite activity.
- End with a closing flag ceremony and send off. If you are not able to do a closing friendship squeeze, you can send around a friendship wave (like the wave one would see going around a sports stadium) or other creative send off.
- Thank everyone for coming and wish them a great 110th year of Girl Scouting!

